

Group II

Simulator

Participants

- Dick Bajura
- Larry Ruth
- James Ciesar
- Mark Bryden
- Dale Keairns
- Jerry Boyle
- Mike Bockelie
- Bendicte Bascle
- John Molburg
- Tom O'Brien

What has been learned - Simulator needs

- Fast
- Documented degree of accuracy
- Interactive
- Granularity (multiple levels of detail)
- Flexible/extensible (easy to add models)
- Run on desktop and ability to access remote (high end) computer resources

What has been learned – need to do

- Standardized model interfaces
- Hooks for developing in infobase
 - Process design
 - Real time controls
 - Economics

User Interface

- “...Adapt available technology to energyplex needs...”
- Need to adapt new technology as becomes available
- Different levels of details to match user needs
- Input
 - Near term => Conventional I/o devices
 - Long term => adapt to new I/o devices
- Output
 - Tabular,
 - 1D, 2d / 3D graphics

Barriers

- “.... We don’t know what the users want to see....”
- \$\$ of advanced visualization (high end VR)
- What will simulator be used for?
 - Design plant ?
 - Convince investors to build ?
 - Need clear direction from DOE

Next Steps

- Focused, structured meeting of V21 contractors and selected participants
 - model interface s/w issues
 - component model needs